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ABSTRACT

This military history board game can be used as an extracurricular, extra credit, or classroom incentive project. The game serves to quantify an historical event so that it enriches the study of history for both verbally and mathematically inclined students. Although most suitable for eighth grade and above, the game may be played by some younger students. The game is basically a two player strategic simulation game modeling the historical decision making situations of the Axis and Soviet commands on the Russian front from the time of the Nazi invasion in 1941 to the liberation of Soviet territory in 1944. Team play can be educational as players struggle to resolve or coordinate differences in ability, resources, and strategic planning. Short hour-long scenarios depicting critical phases of the War can be used. Suggestions are given for inexperienced, as well as more experienced, players. A key element of the game is an analysis and results form that allows students to analyze and understand the historical situation and their own decision making reaction. The game is effective for teaching social studies because it gives students a basic knowledge of geography and the climate of an historically significant area. Play can start at several different dates. Science or military history classes can use the game to learn about strategy. Game instructions include a comment regarding the tragedy of the Second World War that must be emphasized to players in spite of the fact that the simulation is designed as a highly absorbing game. (DK)

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ED 361 256

German Eagle vs. Russian Bear, 2nd Edition:

A World War II Russian Front Boardgame Kit.

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ED _ _ _ _ _ _ SO _ _ _ _ _ _

German Eagle vs. Russian Bear, 2d Edition: A World War II Russian Front Boardgame Kit.

Coatney, Louis R.

1993

37p.; Game includes rules folder, map in 4 parts, 3 sets of game pieces, 2 charts and tables sheets, forms.

Available from: Louis R. Coatney, 626 Western Ave., Macomb, IL 61455. PC 05 ppd for kit; PC 08 ppd for assembled copy. PC is photocopy quality.

EDRS Price - MF01 plus postage. PC not available from EDRS.

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Target Audience: Teachers; Students; Practitioners

This board game encourages students, junior high through adult, to analyze the German campaign against the USSR and gauges student decision making skills. The World War II Russo-German Front is simulated in a simple, standard boardgame format. A key element of the game is its analysis and results form. Using this form compels students to analyze and understand the historical situations and their own decision making reactions to the situations. Game scale is 144 mis/240 kms per hexagonal space and one month of historical time per gameturn. The average playing time of the 1941-42 tournament game is 1.5 hours. A game can be started from the historical situations of the years 1941, 1942, 1943, or 1944, and ended at any mutually agreed time. Historical variables include geopolitical objectives, Soviet military production centers and their

evacuation, movement and combat characteristics of opposing ground forces, major geographical features, weather, supply, Lend-Lease, and Soviet partisans. Dispersal and fortification mechanics model the campaign's strategic momentum and inertia. Air and naval forces are only indirectly represented. An early Axis campaign start in May 1941 and other strategic options are included. The game is quicker and simpler than most military history boardgames. Included is a prefatory description of the designer's experience with the educational power and potential of such games, along with a bibliography, an example of how to play the game, and a grim historical commentary intended to sober youthful gameplayers. Revisions of all components were made in the second edition. ( )

Descriptors: Decision Making Skills; *Educational Games; *European History; Experiential Learning; Foreign Countries; Grade 8; High Schools; Higher Education; *Instructional Materials; Junior High Schools; Problem Solving; Secondary Education; *Simulation; *War; World History; World Problems

Identifiers: *Germany; *Russia; *USSR; War Games; World War II

A NOTE TO TEACHERS

A military history boardgame like GERMAN EAGLE VS. RUSSIAN BEAR can be used as an extracurricular and/or extra credit study project. It can also be used as a classroom incentive to complete classwork. A game like this is basically a quantification of an historical event, a mathematical model. It can motivate mathematical students to study and relate to history. On the other hand, it can also help verbal students use and enjoy basic principles of mathematics and probability. Finally, it is an opportunity for a student of high potential who has been frustrated or bored by more conventional coursework to use and display his/her ability and thereby acquire some motivating recognition and self-esteem.

Although I have been regularly beaten in the game by my 4th Grade son, it is more appropriate to the 8th Grade level and above. In any given class, a teacher will probably find at least one experienced "wargamer" eager to share his/her hobby with classmates, and that student can become a teaching assistant. Indeed, trying to learn games like this directly from instructions is extremely difficult. However, if that is necessary, players should start with the historical -- June, 1941 -- game-start scenario and the "example of play", referring back to the instructions for guidance and amplification as they proceed through a turn sequence.

In the learning phase, a better or more experienced player should be the Axis Player. Thereafter, a student should be on each side an equal number of times. Team play can be educational, as players struggle to resolve or coordinate differences in ability, resources and strategic planning. Strategic variations of the historical game-start and later scenarios should be explored only after the basic game is fully understood.

A key element of this game is its analysis and results form. Using (copies of) this form compels students to analyze and understand the historical situation and their own decision-making reactions to it. This is an essential learning tool and reinforcement for an experiential learning device like this and is something omitted in commercial wargames. The form can also emphasize that learning rather than winning is the basic objective of the game. Along with the tournament certificate -- if use of the game is carried to that competitive extent -- the form can be a souvenir of the learning experience.

Student reactions to the game will vary sharply. Some will be utterly disinterested. Others will become totally absorbed, and -- especially in the lower grades -- the intensity of their concentration is almost frightening. Long periods of tense silence are often disrupted or climaxed by whoops of excitement when key situations and/or the game itself are resolved.

For example, in 1972-73 at the height of anti-Vietnam/anti-military feeling in the nation, I was the graduate Assistant Librarian at the University of Illinois High School in Urbana. I naively offered to sponsor a wargames club and found myself being dragged back to school Saturday afternoons, even in the most beautiful weather. Those kids could sit there for 5 hours at a stretch (or as long as I would allow them) in utter concentration -- to the shock of teachers who had been struggling to keep their attention for 50 minutes at a time. These students' involvement with "simulation games" led to a myriad of spin-off benefits and subsequent career interests.

The values of a game like this to the social studies curriculum are many. It gives students a basic knowledge of the geography and climate of an historically significant area. It can be used as a complement to a U.S.

history course, so that students can learn what our Soviet allies did in World War II with or against Nazi Germany in the East, while we came from the West.

For example, in September 1939 when Hitler began World War II by ignoring British and French warnings and invading Poland, the Soviets invaded and divided Poland along with their Nazi allies -- while at the same time secretly annihilating a Japanese army on the Mongolian border. On June 22, 1941, while Americans still clung to our hopes for neutrality and peace, Hitler launched his war machine into the Soviet Union in history's largest military campaign, "Operation Barbarossa". In December 1941, while the Japanese were massacring our Pacific battleline at Pearl Harbor, the Soviets were shifting over to a desperate counteroffensive which inflicted on the Germans at Moscow the Wehrmacht's first real defeat. In November 1942, while Rommel retreated from defeat by the British 8th Army at Alamein, while Anglo-American forces were landing in French North Africa and while American Marines fought desperately on Guadalcanal for Allied survival in the Pacific, the Soviets initiated the Wehrmacht's most decisive defeat, at Stalingrad. In June 1944, while the Western Allies were struggling to survive the beaches and the hedgerows of Normandy, the Red Army launched "Operation Bagration" in Byelorussia, effectively anninilating about a fifth of the entire Nazi war machine.

The game can be used in a military history and science class to teach basic concepts of strategy, as well as history. Its applicability to a European or Soviet history course is obvious. The ordeal and outcome of The Great Patriotic War molded Eastern Europe into what it now is and is used by the Soviet government to legitimize its existence as the defender of its people.

War is a fascinating game, but of suffering and death. Many have not learned this until suffering its grief themselves. The components of this game are paper, not flesh. Some may feel that playing games about a military campaign which cost the lives of at least 20 million men, women and children of many nationalities -- and physically and psychologically maimed countless more -- is immoral and obscene. Teachers should be prepared for outbursts like "Die, Commie!" or "Kill Germs!" from younger students who naturally focus on only the positive values (of loyalty, bravery, etc.) in war or see good vs. evil in simplistic terms. The game and its grim historical commentary give teachers an opportunity to interest students in the story of an obscure but important war, to emphasize its tragic lessons and to draw the vital distinction between games and reality. Later, when people mature and become parents, they can then better understand such lessons and their importance.

The Soviet reaction to such games is an interesting contrast. Soviets are surprised by and grateful for American interest in their war. However, naturally, the personal/emotional memory of the war for the elder generations discourages "games" about it in the USSR. Also, as a young attache at the Soviet Embassy in D.C. once explained to me, noone in the Soviet Union would "want" to be -- risk the ideological stigma of being? -- the "fascist player" in such a game. Finally, such games have "revisionist" implications toward "the Sacred War", implying things could have been done differently or better.

The Kremlin has always been embarrassed by its military and political bungling and bestiality before and during the war -- and the grim implications about Marxist-Leninism. Soviet children do not learn about Soviet incompetence and genocide, as German children learn about the Holocaust and as American children (hopefully) learn about Pearl Harbor and the (infinitely less evil but no less important) "internment" of Japanese-Americans. We shall see how far Gen. Sec. Gorbachev's program of "glasnost" goes, and whether young Soviets can learn from history -- and help us in the struggle to not repeat it.

GERMAN EAGLE VS. RUSSIAN BEAR
1941 Game Analysis and Results Form

MAKE COPIES OF BLANK FORM

Game No. _____ Date and Time: _____

Axis Player's Name/Signature: _____/_____

Soviet Player's Name/Signature: _____/_____

Strategic Options Chosen:
If Early Axis Invasion: Good or Mud May Weather? (Circle)
Nonhistorical Redeployment, by: Axis? (Circle) Soviets? Type: _____
If Soviet Siberian Reserves prior to Jan 42, Jan 43
Month(s) of Entry: _____

Was Oct/Nov 41 weather: Mud/Good or Good/Snow ? (Circle one)

If Axis Player won, victory month (& year): _____
If Soviet Player won, number of victory cities retained: _____

PLAYERS' ANALYSIS OF OPPOSING STRATEGIES AND DECISIVE MOMENTS, SITUATIONS, AND FACTORS IN THE GAME:

Axis Player:

Soviet Player:

For tournament credit, winning player is responsible for returning completed and signed form to tournament director.

If possible, send copy to:

Lou Coatney
P.O. Box 6069
Macomb, IL 61455-6069
309/836-1447

No. 2- ERIC

GERMAN EAGLE VS. RUSSIAN BEAR
A World War II Russian Front boardgame kit

2d Edition

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A NOTE ON COPYRIGHT:

I realize that some may consider the price of purchase of this game-kit in papercopy to be excessive -- considering its crude physical components and how easily it can be photocopied. I ask you to remember that it is the game design you are purchasing, as much as the components, and that I have put a good deal of work into what I think you will agree is a worthwhile strategic simulation of the Russo-German Front/Great Patriotic War of World War II.

Actually, I would gladly avoid the bother of photocopying and mailing papercopies of the game. So, if you want to obtain your copy by photocopying a friend's papercopy, send me $5.00 payment (and your name so that I can enter you into the owners' roll), and feel free to make a photocopy for yourself.

A papercopy of the game for private, recreational use is otherwise available only from the designer's home address, shown below to the left, as an unassembled kit for $15.00 ppd or as a still crude but assembled game for $25.00ppd.

FREE USE BY SCHOOLS AND LIBRARIES:

I am very grateful for my Illinois education and the use of the excellent Alaska and Illinois library systems. Therefore, educators and librarians are free to make papercopies of GERMAN EAGLE VS. RUSSIAN BEAR for educational/public service use within their own schools, universities, training centers, and libraries.

ERIC USERS:

Microfiche (only) copies of the game (no. ED 287 786) are available at minimum cost from ERIC, the nationwide Educational Resources Information Center, or for your perusal at your nearest Federal/ERIC depository library.

QUESTIONS:

Please direct any questions or comments about the game to:

Louis Coatney 626 Western Ave Macomb, IL 61455 309/836-1447	or	Louis Coatney WIU Library Macomb, IL 61455 309/298-2745	or	c/o Robt. M. Coatney 3806 45th St Ct Rock Island, IL 61201

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Bibliography, p. 19.

1. World War, 1939-1945--Campaigns--Soviet Union (or --Eastern.)
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4. Educational games. I. Title.
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I. Dedication:

GERMAN EAGLE VS. RUSSIAN BEAR is dedicated as a token of remembrance, gratitude, and respect to the Polish, Russian, and other East European and Soviet peoples who were our Second World War Allies and who suffered, endured, and contributed so much for Allied Victory over Nazism.

II. Introduction:

GERMAN EAGLE VS. RUSSIAN BEAR is an educational 2-player strategic simulation game modeling the historical decision-making situations of the Axis and Soviet commands on the Russian Front -- or The Great Patriotic War, as the Soviets memorialize it -- from the time of the Nazi invasion in 1941 to the liberation of Soviet territory in 1944. Short hour-long scenarios, depicting the most critical phases of the war -- such as the first defeat of Blitzkrieg in 1941-42 -- can be used.

Indeed, it is the early defensive/counteroffensive battles of the Second World War which many historians feel are the greatest Allied victories. In England and America, for example, the Battle of Britain, the back-and-forth battles in North Africa, the Soviet derailment of the German war machine in Russia, the dramatic naval Battle of Midway, and the brutal land, naval, and air battles around Guadalcanal are most often studied. Although students may find themselves serving as Axis commanders in military history games -- sinking Allied ships, for example -- this is accepted in the spirit of learning.

GERMAN EAGLE VS. RUSSIAN BEAR can be used as an instructional aid in history classes -- the intended purpose of its 1987 publication by the U.S. Educational Resources Information Center (ERIC) -- or as a standard game (using the 1941-42 scenario) in tournaments. In either case, the "Game Analysis and Results Form" should be used.

The scale of GERMAN EAGLE VS. RUSSIAN BEAR is one month of real time per game-turn, 140 miles/240 kms per hexagon width and corps/army/front (50,000-250,000 men) in unit level. Like the Soviet T-34 tank, this historical game was conceived to be of simple manufacture, but of superior design having the essential decision-making variables of the campaign's military operations.

Although such a game can be highly absorbing and uniquely educational, its players should never forget the grief and destruction which accompanied the invasion. It is estimated that 27 million Soviet men, women, and children died in this holocaust. Nevertheless, the player commanding the Axis forces should do his/her best in the game, to show the gravity of the Nazi military threat and the greatness of its historic defeat by the peoples of the Soviet Union. LRC

III. Components:

A. The mapsheet: After trimming the 2 map segments with scissors, they should be taped together. Colored pencil and fine-point porous-tipped pens can highlight map features -- if used with caution.

Following is a key to various terrain symbols and features:

B. The unit pieces and markers:

The sheets of units and markers should be mounted on cardboard. The usual adhesion method is a coating of rubber cement applied and held until tacky on both surfaces to be joined. (White paper glue works also, if applied very thinly.)

Marking the bottom of Axis units black and Soviet units red -- before cutting them out -- can be vital, to differentiate flipped/dispersed units.

Following is a key to unit and marker formats and symbols:

Unit type: Panzer/armor; Combined Arms; Infantry; Shock (Infantry); Front (Infantry); Partisan

Unit size: xxxxx = Front; xxxx = Army; xxx = Korps

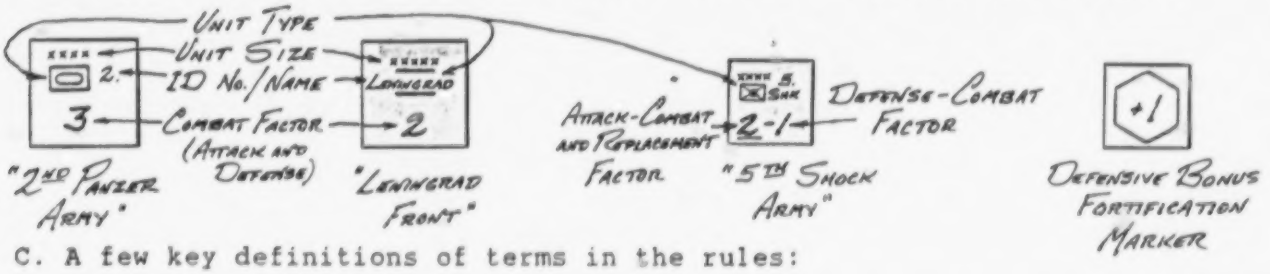
Nationalities: B = Bulgarian, H = Hungarian, I = Italian, R = Rumanian

Designations: SS = Nazi SchutzStaffel; Shk = Shock

VOL = Volkhov; NW = Northwest; KAL = Kalinin; RES = Reserve
CEN = Central; VORO = Voronezh; STPP = Steppe; SW = Southwest
STGD = Stalingrad; TRANSCAUC = Transcaucasus

BALT = Baltic; BRS = Belorussian; UKR = Ukrainian

Following, is the format for unit information on the pieces and markers:



C. A few key definitions of terms in the rules:

Attacker: The player whose player-turn (and movement and attack initiative) it is.

Combat (strength) factor: Arbitrary units of combat strength used to calculate relative combat strengths and battle results.

Defender: The player whose player-turn (and movement and attack initiative) it isn't.

Hex: Any one hexagonal space on the mapboard, without reference to the terrain inside it or along its "hex-side."

Owning player: The player to whom a unit in question belongs.

D. Charts and tables: These are found on a separate sheet. Put it in see-through plastic for marking the Turn Record Track with grease pencil.

E. Randomizer: You will have to supply your own randomizer -- six-sided, marked "1" to "6," and usually referred to as a single die (of dice).

IV. Victory conditions: To win the game, a player must be able to trace a supply line into each of the total number of victory cities indicated for him on the Victory Determination Table during any one of his Victory Determination Phases (which occur toward the end of the opposing player's player-turns.) This number can be modified by Rules V.A.1.a. or X.A.1.c.3.

Each of the following 10 cities are "victory cities:" Leningrad (104), Warsaw (401), Moscow (406), Gorki (408), Kiev (603), Ploesti (801), Sevastopol (1003), Rostov (905), Stalingrad (907), and Grozny (1207).

However, for victory determination purposes, Moscow (406) counts as 2 "victory cities."

V. Strategic options:

A. Game-start options: The Soviet Player must first decide whether or not to use Option 1.a. or 1.b. or neither of them. The Axis Player may then, if he wishes, choose to use Option 1.b. and/or 2. or neither of them.

1. Nonhistorical redeployment: In all cases, Rumanian units must begin the game in Rumania, and only Hungarian units may start the game in Hungary. The opting player may not take more than 5 minutes to make his redeployment -- the other player then may not take more than 10 minutes to make his -- so these pre-game set-up schemes should be thought out and written down in advance as much as possible.

a. Soviet strategic redeployment: Only the Soviet Player may choose this option. He may reposition his units -- not factories -- anywhere on his side of the 1941 border. The Axis Player may then redeploy his German units anywhere on his side of the USSR border, outside Hungary.

Stalin imposed the historical 1941 "forward stance" dispositions on the Red Army for political motives, so the Soviet Player should be more vulnerable to reproval/removal--"liquidation?"--for violating them. Invoking this Strategic Option 1.a. reduces by 1 the victory city requirements of the Axis Player (and increases them by 1 for the Soviet Player) for the entire game.

b. Local redeployments: Either player may choose this option.

The Soviet Player may redeploy any of his "frontier" units which are adjacent to the 1941 border to any other frontier hex, as long as each frontier hex is occupied by at least one of his units.

The Axis Player may redeploy his undispersed starting forces anywhere on his side of the USSR border, outside Hungary. Any number of German units may now begin the game in Rumania.

The set-up sequence is as follows:

1) All Axis units starting the game in Rumania are so designated (and, if it was the Axis Player who chose to use this strategic option, these units must be placed in their starting positions at this time),
2) The Soviet "frontier" units are now redeployed as described above,
3) The Axis Player redeploys the remaining German forces in Germany.

2. Early Axis campaign commencement: The Axis Player may choose to begin the game in the May41 game-turn, instead of the usual Jun41. A weather determination die roll must be made. Rolling an odd number brings Mud in May41, otherwise the weather is Good.

The following units are dispersed at the start of a game begun in May 1941: the German 2., 11., 16., and 17. (infantry) Field Armies, 4. Panzergroup, and 40. Panzerkorps; and the Soviet 13., 16., 18., 19., 20., 21., 22., 24., 26., 27., and 28. Armies.

V.B. The Soviet Siberian Reserves Gambles ("Siberian Roulette") playing option:

Each year's allotment of Soviet Siberian Reserve reinforcements begins entering the game automatically, and at no risk, in the Replacement/Reinforcement Phase (R/RP) of the January Soviet player-turn of the following year, unless the Soviet Player chooses to begin entering them earlier.

The 1941 allotment of Soviet Siberian Reserve units consists of 3 consecutive turns of units (of the Soviet Player's choice) having replacement values of 4, 3, and 2 factors, respectively. Their "safe" month of automatic arrival is Jan42. The 1942 allotment is 2 consecutive turns of units having replacement values of 4 and 2 factors, respectively, with Jan43 being their "safe" arrival month. Any leftover Siberian Reserve reinforcement factors immediately become replacement factors.

In each month that any Soviet Siberian Reserves are in the game before their "safe" month, the Axis Player picks a number (from "1" to "6"), and the Soviet Player must cast the die. (This should be done at the end of the Soviet R/RP.) If the number cast is the one selected by the Axis Player, the Japanese have invaded the weakened Soviet Far Eastern Military District, and the Axis Player immediately wins the game!

VI. Sequence of play: See the Charts and Tables sheet.

VII. Weather determination and effects:

A. Weather determination: Jun-Sep are automatically Good weather months, and Dec-Feb are automatically Snow weather months. The weather for the other months is determined by the Axis Player's cast of the die (using results cluster X or Y, during the Weather Determination Phase) or by the sequence which results -- shown on the Charts and Tables Sheet. See Rule V.A.2.

B. Weather effects:

1. On terrain: In Snow weather months, swamp, lake, and river hexes and hex-sides north of the Arctic Weather Line freeze and are treated as clear terrain hexes and hex-sides. This is true for all purposes, except strategic land movement and victory determination.

2. On movement: Weather has no effect on strategic land or sea movement. Mud prevents breakthrough movement. In Snow weather months of the (first) Winter of 1941/42, Axis armor units are unable to make breakthrough movement.

3. On combat:

a. The Axis Player may use Combat Results Table (CRT) (A) during all Good weather turns in 1941, during any 3 consecutive Good weather turns of his choice in 1942, during any 2 consecutive Good weather turns of his choice in 1943, and during any 1 Good weather turn of his choice in 1944. CRT (B) is used for all Soviet attacks in any weather.

b. In Mud weather turns, CRT (B) is used for all attacks.

c. In Snow weather turns, CRT (B) is used for all attacks. In any 2 consecutive Snow weather turns of his choice during the (first) Winter of 1941/42, the Soviet Player may increase by a one-column shift (up) to the right the final combat odds of any of his attacks on Axis units which are north of the Arctic Weather Line.

VIII. Dispersal:

In GERMAN EAGLE VS. RUSSIAN BEAR, this is a basic function. A unit can be dispersed as a result of combat, at its completion of strategic movement by land or by sea, or upon its (re-)entry into the game as a replacement unit. (A dispersed unit is so indicated by being flipped upside down.)

A. Dispersed units suffer the following effects:

1. A dispersed unit may not be voluntarily moved during the (remainder of the) owning player's player-turn. A dispersed Soviet defense plant may not produce replacements, entrain, detrain, or move by train.

2. A dispersed unit may not attack or fortify. A dispersed defending unit loses all defensive advantages of terrain, and in the designated Good weather months dispersed Soviet units are attacked on CRT (A) even when they are on swamp, hills, fortresses, and mountains.
   A fortified unit loses its fortification by dispersal. A dispersed unit's basic defensive strength is unaffected by dispersal, and it may be retreated (and/or dispersed) by combat -- again in the same player-turn.

B. All a player's dispersed units (and plants) are recovered to his control -- flipped back face-up -- during his Recovery of Dispersed Units Phase -- even if some of the units had just been dispersed earlier in the same player-turn. EXCEPTION: An armor or front unit having a "Refit"/"Regroup" marker has the marker removed but remains dispersed and cannot be recovered from dispersal until the recovery phase at the end of the next game-turn

IX. Strategic movement: To be moved strategically, a unit must be undispersed. A unit is then dispersed at the end of its strategic movement by land or sea. A unit may not move strategically both by land and by sea in the same Replacement/Reinforcement & Strategic Movement Phase (R/R&SMP).

A. Strategic land movement:

1. An undispersed unit may move any number of contiguous hexes connected by land and already under friendly control, if it would theoretically be able to make such movement at that instant to the owning player's mapboard edge from any of the hexes traversed. River hex-sides do not obstruct strategic land movement. Open sea, frozen or unfrozen lake, and impassable hex-sides do. (For example, strategic land movement would be possible across hex-sides 203/102 and 204/104, but never across 205/104, 905/1005, the Kerch Straits (1005/ 1004) or 1107/1108.)

2. In any given R/R&SMP, the Axis Player may strategically move any one Axis unit which is eligible. The Soviet Player may strategically move eligible units having a total replacement value no greater than the total number of emplaced and producing Soviet defense plants -- on or off the mapboard -- which are accessible to strategic movement by land at that moment. See Rule X.A.1.c. below. Each side's limit is called its strategic land movement "capacity."

3. A maximum of two units, one of which may be a front, may end its strategic land movement in an eligible major city hex; a maximum of one unit of any size may detrain in an eligible minor city or town hex; a maximum of one corps or army unit may detrain in any other eligible hex; and no units may ever detrain on a swamp hex which lacks a city or town.
   A replacement unit which had any of its production points strategically moved by land to that hex does count against this limit.

IX.B. Strategic sea movement:

In the Baltic Sea and/or in the Black (and Azov) Sea(s), a player may move 1 each non-front unit per turn from one friendly coastal hex to another friendly coastal hex on the same sea. To so move, a unit must already be sitting on it embarkation hex at the start of the R/R&SMP. The unit is dispersed and may move no farther upon arriving at its destination/debarkation hex.

A unit may not sail through the Kerch Straits if either one of the adjacent land hexes (1004 or 1005) is under enemy control. When attempting to sail through a sea under friendly control, a special die roll of "1" by the opposing player eliminates the unit instead. If attempting to sail through a sea under enemy control, any odd number on the special die roll will eliminate the unit.

Hexes 204, 304, 1006, and 1107 are <u>not</u> considered coastal/port hexes.

X. Replacements and reinforcements:

A. Replacements:

In general, a replacement unit may enter the game on any hex which is within its own country's borders and is accessible to strategic land movement at that instant. Note that the destination hex capacity limits in Rule IX.A.3. (for units strategically moved by land) <u>do</u> apply. (However, a 1-factor Soviet replacement unit created in the same hex as a defense plant would <u>not</u> count against the hex's strategic movement destination hex capacity.)

A replacement unit is dispersed at its time and place of creation and/or entry into the game. It may not move, fortify, or attack in that player-turn.

1. Soviet replacements:

a. A Soviet unit's replacement factor value is its combat factor -- in the case of a shock army, its attack factor of <u>2</u>-. Replacement factors may be combined to produce 2- or 3-factor units and/or may be "saved" by the Soviet Player for use in a later game-turn. Beginning in Sep43, a replacement factor may be used to "promote" a 2-factor front to a 3-factor front in <u>any</u> hex, as long as the unit is in supply.

There may never be more than a total of 14 Soviet front units -- 2- and/or 3-factor -- on the mapboard at the same time.

b. A replacement factor may be strategically moved by land from its point of production to any other valid replacement unit entry point; however, it consumes its plant's factor of strategic land movement to do so.

c. Soviet defense plants:

1) Each active Soviet defense plant accessible to strategic land movement at that instant may produce 1 replacement point in each Soviet Replacement/Reinforcement (, Fortification,) and Strategic Movement Phase (R/R&SMP).

2) Soviet plants begin the 1941 game on Leningrad, Moscow, Stalino, and Stalingrad and do not begin production until the second turn of the 1941 game, whether that turn is June or July.

3) A Soviet defense plant is nonproductive any time it is out of supply, dispersed, or entrained. An emplaced plant -- like a fortress -- has a defensive combat strength of 1, but cannot retreat and is eliminated by a DR combat result (as well as by a DE). If entrained, a plant has no combat strength and is eliminated by Axis control of its city/fortress.

Each complete pair of Soviet defense plants eliminated by the Axis Player reduces by 1 the victory city requirements for the Axis Player (and increases them by 1 for the Soviet Player) for the entire game.

4) Evacuation is a three-turn process:

a) In the R/R&SMP of the first turn of the process, any Soviet defense plant may be entrained or detrained, whether or not it is in or out of supply at that instant.

b) In the second turn's R/R&SMP, it may then be strategically moved by land to Siberia or to another city on the mapboard.

c) In the third turn's R/R&SMP, the plant can be detrained, but is dispersed and may not actively resume/begin production until the R/R&SMP of the turn following that.

d) During each R/R&SMP of the three turns, the evacuation uses up the factory's strategic movement factor.

d. Siberian production: Beginning with the second turn of the 1941 game, there is also considered to be an active, emplaced plant off the eastern edge of the mapboard in Siberia. In Apr42, a second Siberian plant completes construction and also begins actively producing in each turn thereafter. In Apr43, a third Siberian plant similarly comes into active production. These plants are in addition to any that were evacuated to Siberia from the mapboard.

e. Lend-Lease shipments:

1) Arctic Convoys: On the third game-turn of 1941 and thereafter, Lend-Lease aid may arrive from the Soviet Union's Anglo-American allies. The Soviet Player casts the die. A die roll of "1" produces that many Soviet replacement factors. Any other result produces nothing. These factors arrive at Vologda, without counting against any Soviet strategic movement capacity.

Axis control of Vologda prevents this aid.

2) The Persian Corridor: Similarly, in Apr42, Lend-Lease aid may begin arriving at Grozny -- also without counting against any Soviet strategic movement capacity. A Soviet Player's die roll of "1" or "2" produces that many Soviet replacement factors. Any other result produces nothing.

Axis control of Grozny prevents this aid.

f. See Rule XVII.B.1.d. about the Soviet "emergency call-up" reaction to the Axis invasion in 1941.

2. Axis replacements:

Any Axis unit which started the game or has already entered the game as a reinforcement is eligible to return to the game as a replacement unit after being eliminated.

German units return to the game a certain number of game-turns after their elimination. For an infantry army, this number is 2 times its combat factor. For any armor unit, the number is 3 times its combat factor. One replacement unit of each type may be rebuilding at a time -- on the Turn Record Track, awaiting re-entry into the game.

X.A.2. Axis replacements (cont.):
In the R/R&SMP of any May Axis player-turn in 1942 and thereafter, 1 Rumanian army and 1 Hungarian army may return to the game as replacements.

B. Reinforcements:

1. Unlike replacement units, reinforcement units are not dispersed in (and thus can move and attack after) the R/R&SMP in which they enter the game.

2. A reinforcement unit may enter the game in any area accessible to strategic land movement -- even an otherwise accessible unpopulated swamp hex, in exception to Rule IX.A.3. -- and its entry does not count against the owning player's strategic land movement capacity. Any number of reinforcement units may enter the game on a hex.

3. Soviet reinforcements are Siberian Reserve units and the Polish 1. Army.

4. Axis reinforcements are the II. SS Panzerkorps, I. SS Panzerkorps, and III. SS Panzerkorps which arrive in Feb43, Jul43, and Jan44, respectively. Beginning in Jun43, the German 8. Army becomes available to arrive whenever Kharkov has returned to Soviet control.

XI. Terrain Effects:

A. On strategic movement: See Rule IX.A. above.

B. On operational movement: No unit may cross an impassable hex-side, such as an all-sea hex-side or such as borders the three indicated sides of Hex 1107. (EXCEPTION: A unit may make a one-hex (maximum) operational movement across the Kerch Straits (1004/1005).) An armor-type unit may not make extended or break-through movement through or into a mountain hex, across an unfrozen lake hex-side, or across the Kerch Straits.

C. On combat:

1. Units may not attack into a hex, unless they could operationally move into it at that instant. EXCEPTION: Units may make a one-hex operational movement -- but not attack -- across an unfrozen lake hex-side.

2. Rivers: If a defending unit is being attacked cross-river by all or enough of the attacking units, the combat odds are reduced by a one-column shift to the left on the Combat Results Table (CRT). Any such cross-river defensive advantage is nullified, if at least half of the total attacking combat strength participating in the attack is attacking from a hex which is not cross-river.

3. An attack against undispersed units defending in hills, mountains, fortresses, or unfrozen swamp must always be made using CRT (B). Furthermore, each army- or front-level unit defending in a mountain hex receives 1 additional combat factor.
A group of one or more undispersed defending army or front units can receive a maximum of 1 additional combat factor if there are hills or if there is a major city in its hex. (Two units in Hex 1003 could receive 2 bonus factors.) If the major city is on a clear terrain hex defended by Soviet units in Good weather, the attack would still be on CRT (A), though. An undefended major city has no defensive factor.

4. In addition to its intrinsic combat factor -- see XII.A. below -- a fortress receives a further terrain benefit -- see 2. above -- if it is being attacked cross-river from a hex to which it is immediately adjacent. (A river on a different side of its hex would give it no such advantage, unless the entire hex was being attacked).

D. On supply:
Supply may not be traced across an impassable hex-side. Supply can only be traced across an all-sea hex-side if the sea is under friendly control. (Supply can be traced across the Kerch Straits or across lake hex-sides, frozen or not.)

E. Clarifications of terrain and geography:

1. Rivers which run into the middle of hexes (such as in 204, 406, and 505) have no effect. (River hex-sides 104/204 and 406/505 would.)
Unless it is Snow weather, Units attacking Leningrad from 204 suffer the normal cross-river penalty. See C.2. above. However, units in Leningrad always attack (units in) 204 without suffering the river penalty.

2. Rumanian units may never enter Hungary, and Hungarian units may never enter Rumania -- under penalty of elimination. Similarly, one of these nationalities' units may never enter a hex already occupied by the other's. The Hungarian 2. Army may not leave 601 until May42.

3. German armor units may operationally move -- but never attack -- across hex-sides 502/603 and 503/603 north of Kiev.

4. The same unit cannot defend both Tula and Orel. See also C.3. above.

5. Hills are in hexes 304, 701, 1003, 1008, 1106, and 1107. Mountains are in 601, 801, 1205, and 1206.

XII. Fortresses and field fortifications:

A. Fortresses:
A fortress on the owning player's side of the 1941 Soviet border has an intrinsic defensive combat strength factor of 1. A fortress must always be attacked on CRT (B) and can never itself be dispersed. A garrisoning unit which is in a fortress which is also a major city may receive a second bonus factor. See also Rules XI.C.3., XIII.C.2., and XIII.H.
Only a DE or DR combat result can conquer a fortress. Although it permanently loses its intrinsic defense factor once conquered, its other benefits are always enjoyed by whichever side's unit occupies it.
Fortresses can survive isolation and remain in friendly control until actually occupied by an enemy combat unit. Furthermore, they themselves can act as an independent source of supply for any 1 non-front unit, if the normal supply line has been cut. (Moscow can host an isolated front.)

B. Field fortifications: Any undispersed Axis army or Soviet front unit may be fortified during the owning player's Replacement/Reinforcement & Strategic Movement Phase. Fortification adds 1 factor to the unit's defensive combat strength.
(Logically) a unit forfeits its (field) fortifications -- foxholes -- whenever it moves, attacks, retreats, or is dispersed.
Fortresses themselves cannot be fortified (any more than they already are); however, an otherwise eligible unit in one can be fortified.

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XIII. Operational movement, attacks, combat resolution, retreats and advances, and "stacking":

A. General rules:

1. The owning player may move all, some, or none of his undispersed units during his Operational Movement ... Phase -- unless prevented by impassable hex-sides or other rules. He must finish moving one (group of) unit(s) before starting to move another. (If necessary, a tournament director may invoke chess rules about moving a "touched" piece.)

2. Unless they are breakthrough units -- see Rule B. below -- units may only operationally move/attack (across a passable hex-side) into an hex immediately adjacent to the one in which it began its turn. See also Rules 7. and B. below.

3. A unit of whatever type may never enter -- let alone pass through -- an enemy-held hex without first attacking and removing from it any enemy combat units (which are not in fortresses).

4. Unless it is eligible to conduct a breakthrough, an individual unit may not attack more than once during any one Attack Phase. (A unit may <u>be</u> attacked more than once in an Attack Phase, though.)
   More than one group -- or "wave" -- of units may attack across the same hex-side in a combat phase. The combat factors of units which are in the same attack wave but are attacking from different hexes may be combined in their attack against a mutually adjacent enemy-held hex. A breakthrough attack must be made <u>immediately</u>. Its unit(s) may be combined with another initial attack -- but <u>not</u> with breakthrough units from a different initial attack -- against the next hex it is attacking.
   For the Soviets, not more than a total of 2 units may attack across each hex-side in the same attack wave, and not more than one of these may be a front unit. Not more than three Axis units may attack across each hex-side in the same attack wave. Of these, not more than 2 may be armies, and of these 2 armies not more than 1 may be a <u>Panzer</u>group/army. Also, not more than 2 of these units may be armor-/<u>Panzer</u>-type. See also Rule C.1. below.

5. If an early wave of attackers cleared the hex of enemy units, then the units of any wave scheduled to attack later may advance on into -- or through, if eligible for armor breakthrough -- the hex as well.

6. An attack wave must attack <u>all</u> defending units in a hex as a combined whole, unless one is in a fortress located along an unengaged hex-side.

7. The Operational Movement "Bonus:"
   During initial movement <u>only</u>, if the first hex entered/attacked had no enemy units, fortresses, defense plants, or partisans which had to be eliminated before it could be occupied, <u>any</u> moving <u>non-front</u> unit may move on into a second hex, if that also doesn't require combat to occupy.

B. Special operational capabilities and liabilities for armored units:

1. Breakthroughs:

   a. <u>Panzerkorps</u>, <u>Panzer</u>groups/armies, and (eventually) Soviet combined arms armies are eligible for breakthrough in appropriate terrain and Good or -- for German units after the first Winter of 1941/42 and for Soviet units always -- Snow weather.

XIII.B.1. Breakthroughs (Cont.):

b. If the initial hex(es) entered was (or were) empty of enemy units or had enemy units which were attacked and all eliminated, each breakthrough unit in that attack wave and any following ones may make breakthrough movements and attacks on into a further hex or on an enemy-controlled fortress in the same hex. Panzerkorps and -- during 1941 only -- 2. Panzergroup/army (thanks to "Schnell [Fast] Heinz" Guderian) can break through on a DR result, as well.

In 1942, otherwise eligible Soviet units may breakthrough only if either the initial hex(es) or the breakthrough hex was (or were) empty of enemy units. In 1943 and thereafter, eligible Soviet units have the same breakthrough ability as the eligible German ones.

See Rule A.4. above about combining a breakthrough with a subsequent normal/initial attack.

c. If an attack was required to attempt to enter the breakthrough hex, and the combat result was a "poor" one -- as described in Rule E. below -- or was a roll of "5" or "6," a "Refit" marker is laid on the breakthrough units. Even without combat -- see Rule A.2. -- a die roll must be made for each unit entering a breakthrough hex. Upon a "6" a breakthrough unit breaks down, moving no further and requiring "refit." "Refit" is only risked for actually attempting breakthrough -- never for normal/initial operational movement and combat.

2. Armored operational movement supply:

If an owning player cannot trace a supply line from one of his armor units back to his fuel source at the start of his OMP, then that unit suffers a "fuel shortage" and cannot make breakthrough movement. If a battle reopens the fuel lines, then the unit can make breakthrough movement into a second hex -- weather and terrain permitting, of course.

The Axis fuel source is 801 (Ploesti), the Soviets' is 1207 (Grozny) -- as indicated by the crude oil wells on the mapboard.

C. Commitment of units to attack:

1. General rules:

a. Except in the case of armor units making breakthrough attacks, no unit may attack more than once in a given Attack Phase. On the other hand, again, a unit may be attacked more than once by different waves of attackers during the same Attack Phase.

b. In the same attack or in separate attacks, attackers' units stacked in the same hex may attack stacks of defender's units in more than one different, adjacent hex. See also Rule A.4. above.

c. All units participating in normal (non-breakthrough) attacks must be committed to their "avenue of attack" hex-sides (and/or out of the fortress they garrison) in the Attack Allocation Phase before any attacks are calculated and resolved.

d. Once committed, Soviet units must attack. Unless the attack was already used to block a potential retreat, Axis units' attacks may be cancelled at any time prior to the die actually being cast -- although those Axis units are then automatically dispersed by their balk and cannot be recommitted in a different direction. See Rule XIII.F below.

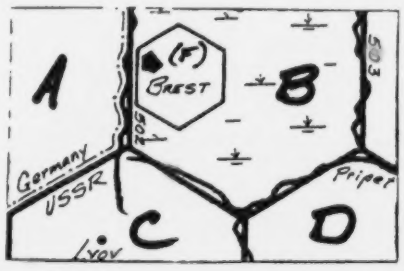
XIII.C.1. Commitment of units to attack/General rules (Cont.):

e. Other than the following exception concerning fortresses, the defensive combat factors of all units in a hex must be attacked as a combined whole and may not be attacked separately.

2. Special rules concerning fortresses:

a. Attacking units are not required to attack a fortress (or its garrison) unless any of them are attacking across the hex-side which it is on or unless the fortress is central to the hex -- as in the cases of Warsaw and Moscow. Following, for the record, is a listing of the other fortresses and the hex-sides they are on: Leningrad (104/204), Konigsberg (301/201), Brest (502/501), Tula (505/406 and 505/506), Kiev (603/604), Stalingrad (907/908), and Sevastopol (1003/903).

b. See the example to the right: Hex B and its fortress are occupied by defenders. Any attack including units from A is required to attack the fortress and its garrison and also any defenders in the rest of Hex B. (On the other hand, if the defenders were in Hex A and the fortress, the fortress would have to be taken before any attack on Hex A could include attackers from Hex B.)



Attacks including units attacking from A could not attack the fortress without including the defenders in the rest of hex B as well. The attacker could choose to limit an attack only from C and/or D just to the defenders of B outside the fortress. (The fortress could be attacked in a breakthrough attack or a later turn.) In either case, if hex B had been clear terrain in Good weather, the Axis could attack the rest of the defenders in it using CRT (A).

If the attacker controlled the fortress and had a garrison unit there, that unit could attack B independently or as a bonus to the full hex-side complement of attackers coming from A, B, and/or C.

D. Combat odds calculation sequence for an individual attack:

1. Attack factors of all attacking units in a given wave are totalled.

2. Total defenders' defense factors (and include bonus factors for major cities, fortresses, fortifications, hills, mountains, and plants).

3. Calculate the "basic" combat odds in the customary manner: the proportion of the attack wave units' total attack factor strength to the defenders' total defense factor strength is matched to odds ratio on the Combat Results Table (CRT) which is nearest but no greater.

EXAMPLES: 5 attack factors to 1 defense factor yields 5:1, 5 to 3 would most match 3:2, and 2 attacking 5 would most match 1:3.

XIII.D. Combat odds calculation sequence for an individual attack (Cont.):

4. Attacks having basic combat odds greater than the maximum allowable ratio are reduced to that ratio before any further modification.

5. Any applicable combat odds column shift modifications (due to invasion surprise, Soviet 1941/42 Winter Offensive, rivers, etc.) are now made, yielding the final combat odds for use with the appropriate CRT on the Charts and Tables Sheet.
NOTE: Units defending in the same hex together could be attacked at on different CRTs or under different combat odds, due to terrain, dispersal, etc.

6. Attacks having final combat odds below minimum (1:6) odds automatically eliminate the attacking unit(s) with no effect on defenders.

7. Choose which die roll index -- X or Y -- to use. Cast a single die. Cross-index the die roll against the appropriate combat results column.

E. Combat results: A "poor" combat result is any attack which does not result in the attacker's occupation of the attacked hex/fortress.

AE = Attacking units (of the Attacker's choice) in this wave, which are at least equal to the factor-modified, effective strength of the defending forces are eliminated. Other, surviving attacking units and the defending units suffer no effect.

\- = No effect. All units remain in their original hexes, undispersed.

D = All defending units are are dispersed.

DR = Defending units are forced to retreat 1 hex and are dispersed, or are eliminated if they cannot. See Rule F. (Fortresses and defense plants are thus conquered/eliminated.)

DE = Defending units are eliminated.

F. Tactical retreats and advances after combat:

1. Tactical retreats and advances must be made immediately after each combat, if they are to be made at all. Both retreated and attacking units -- advancing or not -- lose any fortifications. Retreated units are dispersed.

2. Any Soviet front unit which tactically advances after combat on into an hex must "Regroup" -- see Rule VIII.B. It suffers no such penalty, though, if it is tactically advancing into a fortress in its same hex.

3. The defender may voluntarily retreat his units from a hex or fortress after any nonDR/DE combat result, if he chooses to do so. (Attacking units would then be eligible to advance!) Any "refit" dispersal of -- unless the die roll was "5" or "6" -- or loss to attacking units would be nullified if the defender retreated all his units from the attacked hex.
The defender can retreat some of his units and leave others behind, as he wishes, and he can retreat different units into different hexes.

XIII.F.4. Tactical retreats and advances after combat (cont.):

4. If a hex is cleared of all defenders by a combat result -- or by voluntary evacuation -- the attacker must advance into it units which are eligible to advance and have a total attacking strength factors at least equal to the terrain-modified defending combat factor (or have as many as possible up to that. EXCEPTION: Only one attacking unit is required to advance into a conquered fortress.

5. The defender must retreat his unit(s) into a hex:

   a. which is adjacent and across a hex-side which he would be allowed to attack across.

   b. which is already under friendly control.

   c. which is not under an (as yet unresolved) attack having a potential DE or DR combat result.

   d. which -- on a DR result -- is not adjacent to any of the hexes from which the unit was attacked, unless the hexes are separated by a hex-side the attacker would not be allowed to attack across.
   Any defending unit unable to retreat is eliminated by a DR result.

6. On a DR result, one defending unit may retreat into a fortress in the attacked hex, if the fortress itself is not under attack.

7. Tactical advances after combat by defending units are prohibited.

G. At the end of a turn, only one side's units may be in the same hex area. However, one side's units may be in a fortress, and the other side's units may be in the rest of the same hex, outside it. A hex cannot be "shared" like this with an enemy unit on a non-fortress major city.

H. A player may have an unlimited number of units in any one hex area at the end of a turn.
Only one combat unit of any kind or size -- in addition to a plant -- may be in a fortress at the end of a turn. Excess units are lost.

XIV. Soviet partisans:
During each Soviet Supply Status Determine Phase in 1942, 1943, and 1944, the Soviet Player may cast a die to see whether and how many (more) partisan markers he may place in hex areas. A roll of 1, 1-2, and 1-3, respectively, indicates that the Soviet Player may deploy one partisan marker that month. (Any other result means "0.")
A Soviet partisan unit may not be put in a hex which is outside the USSR's 1941 borders or already occupied by an Axis unit. It may not be put in a fortress, and an Axis-controlled fortress would remain so, even if its surrounding area falls under partisan control.
Once deployed, a Soviet partisan marker may not be moved strategically or operationally. An area under its control blocks Axis supply, strategic movement, and retreat as would any other Soviet-controlled hex.
A Soviet partisan marker is immediately and automatically eliminated by an Axis army or ϟϟ unit entering its hex and staying there the rest of the turn.

XV. Supply and isolation:

A. Supply sources:
For a unit to be in general supply, it must be able to trace a supply line of hexes (under friendly control and joined by hex-sides which could be traversed by a friendly unit's operational or strategic movement at that instant) to the hex it occupies from its supply source hex.
An Axis unit's supply source hexes are any of the hexes in its own country along the western edge of the mapboard. (Italian units use Rumanian supply source hexes.) A Soviet unit's supply source hexes are any of the hexes along the eastern and southern edges of the mapboard from 207 down and around to 1206, with the exception of 1107 and 1205.
A supply line may be traced through a hex under friendly control, even if it contains a fortress under enemy control -- but never across a hex-side blocked by an enemy-controlled fortress.

B. Isolation effects:

1. Soviet defense plants must be accessible to strategic land movement, not just supply, to be able to produce replacement points. See Rule IX.A.

2. An unsupplied unit may only attack if the combat result would (in conjunction with other attacks, perhaps) give it a chance to get back into supply.

3. An unsupplied unit may not make breakthrough movements and attacks.

4. During the owning player's Supply Status Determination Phase, any of his combat units which are not in supply are eliminated. See also Rule XII.A. Soviet defense plants and partisan markers are not eliminated by isolation.

C. At any time during the game, the Soviet Player may voluntarily reduce/replace a 2- or 3-factor front unit with a 1-factor combined arms army; however, he loses the strength difference. After the first 1941 game-turn, either player may voluntarily eliminate any of his own units at any time during his own player-turn.

XVI. Control:

A. Control of the land:
Control of a land hex and its non-fortress cities or towns or of a fortress is gained by operationally moving a unit into or through it. At the start of the 1941 game, hexes are initially under the control of the country within which they are.
A player loses control of a hex if it is isolated at the end of his Supply Status Determination Phase. However, a fortress must actually be attacked and taken from a player for him to lose control of that.

B. Control of the seas:
The Baltic Sea is controlled by the player who controls Konigsberg. The Black Sea is controlled by the player who controls Sevastopol. The Sea of Azov is controlled by the player who controls both Rostov and Sevastopol. The Caspian Sea is always under Soviet Control.

XVII. Game lengths, scenarios, and orders-of-battle/set-ups:

A. Length of game:

1. A tournament game runs until one player achieves his victory conditions or -- after an agreed turn -- until either player stops the game at the very beginning of one of his player-turns (at which time a player wins if he meets his victory conditions at that moment).
   The 1941 scenario is typically preferred for tournament games. However, in major tournaments, a player may choose a different scenario, allowing the other player to choose which side to be.

2. A campaign game runs from whatever scenario's game-start month until one player or the other wins. If the Soviet Player has not achieved victory by the end of Sep44 Axis Player-turn, the Axis Player wins. A game may be ended by mutual consent at any time.

B. Scenarios:

1. May/Jun41: Fall Barbarossa/Operation Barbarossa. See also Rule V.A.
   a. Rumanian units cannot move/attack from Rumania until the second game-turn. The Hungarian army is similarly inactive until May42.
   b. Throughout the first Axis Player-turn, all attacks' final combat odds (on whichever CRT) are increased by a one-column shift right.
   c. In the first turn, only 1 Soviet unit may be moved strategically by land. However, strategic sea movement is as usual.
   d. During the first turn, Soviet defense plants cannot produce replacements or be entrained. Instead, there is an "emergency call-up" of replacements which consist of all eliminated or isolated armies which may be immediately reintroduced (dispersed) into the game at a maximum of one per major Soviet city -- not Riga or Tallinn -- under Soviet control and in overland supply. See also Rule XV.C. above.
   e. The last compulsory game-turn is Mar42.

2. Jun42: Fall Blau/Operation Blue.
   a. The Stalino plant has been transferred to Siberia -- all others are still in their original positions -- and the second Siberian plant has come into production in this and all subsequent scenarios.
   b. The last compulsory game-turn is Dec42.

3. Nov42: Operation Uranus.
   a. This scenario begins with the Soviet Player-turn of Nov42.
   b. The Stalingrad plant has been destroyed. See also Rule 2.a. above.
   c. The last compulsory game-turn is Jun43.

4. Jul43: Fall Zitadelle/Operation Citadel.
   a. See Rules 2.a. and 3.b. above. The third Siberian plant is active.
   b. The last compulsory game-turn is Apr44.

5. Jun44: Operation Bagration -- The Destruction of Army Group Center.
   a. This scenario begins with the Soviet Player-turn of Jun44.
   b. See Rules 2.a. and 3.b. above about active Soviet defense plants.
   c. See Rule A.2. above for game length.

C. Orders of battle -- i.e., "set-up:"

1. Axis: See Page 21.

2. Soviet: See Page 22.

XVIII. Designer's notes and advice on play of the game:

The German Panzer armies were actually "groups" in 1941. The Soviet Combined Arms armies become an abstraction of the highly mobile Guards and tank armies and cavalry-mechanized groups which mastered the battlefield late in the war. Similarly, the 3-factor Soviet fronts intrinsically simulate the artillery corps and rocket brigades with which the Soviets were able to crack any Axis fortified line.

I omitted the Russo-Finnish Front (and the Axis and Soviet forces thereon), because that was a separate comapaign unto itself fought in special conditions toward limited objectives on the part of the Finns. Finland was one of Germany's most formidable, but least cooperative, allies.

The dispersal of tactically retreated defending units (or overextended armor units or fronts), coupled with fortification, achieves many things: 1) it realistically establishes or disrupts operational momentum or inertia, 2) it encourages "at-all-costs" counterattacks, and 3) it reflects the mechanical limists and vagaries of mobile warfare.

Other aspects of the campaign -- such as superior Axis airpower, command control, and road-bound mobility -- are factored into CRT (A). The differentiated CRTs are much easier to use than most other offensive combat modification schemes.

The absence of the usual board wargame "Zones Of influence/Control"/"ZOCs" has not harmed the game's overall "realism." If anything, the ability to concentrate on strategy without the distraction of that dubious layer of complexity enhances the game's instructional ease and value. See, though, Rule XIII.F.5.d.

The Soviet "emergency call-up" rule helps balance the 1941 Barbarossa invasion scenario. It is also logical: the worse the disaster on the frontier, the more Draconian the initial call-up would have been.

My own, favorite (strategic) feature of the game is the Siberian Reserve Gamble. The "double the stakes" aura of risk-taking haunts the game -- before and after the Reserve's introduction. Since a Soviet Player only invokes this playing option when he realizes he has nothing to lose, it is "the great equalizer" in tournaments. A superior Soviet Player should not need it.

Please make copies of the Game Analysis and Results Form and use them.

Advice on play of the game:

At first glance, the 1941 victory conditions would seem to dictate a win or lose decision. Actually, the location of the Victory Determination Phases in the game-turn sequences and the vulnerability of the Leningrad and Sevastopol rail lines make a 1941 draw quite possible.

Axis:

Remember that the basic principle of Blitzkrieg/"Lightning" warfare was maneuver (and envelopment), not firepower and frontal assault. Hit them where they ain't, and always move east. The isolation of the Bialystok Pocket (402) is an 83.33% certainty with an historical opening and demonstrates this principle.

Do not lose any units. Even the Rumanians are vital to maintain a line.

If a game continues into 1943 and regular Soviet counteroffensives begin, keep Panzer reserves for counterattacks, in the best tradition of "mobile defense."

Soviets:

In 1941, do not waste good units attempting to save lost ones. When possible, withdraw just beyond the striking range of the German infantry armies. You can then counterattack and disperse over-extended Panzer units. Risks are often worth the chance of destroying one of these.

Draw front units as replacements for the defensive fortification bonus.

Conserve your resources for your winter counteroffensive. Never risk an early introduction of the Siberian Reserve, unless you are desperate and sure you will lose the game anyway.

XIX. Historical notes:

This war caused the deaths of 30+ million Eastern European men, women, and children -- Slavs, Jews, and countless others -- and the physical and psychological maiming of many more. If Hitler had defeated the Soviet Union, he would have conquered the world. The Soviet Union's eventual victory gave it postwar control over Eastern Europe.

Militarily, the Nazis' 22 June 1941 invasion of the USSR started successfully. Thanks to I.V. Stalin's purge of many progressive members of the Red Army officer corps in the late 1930s, there was a shortage of trained Soviet officers early in the war.

Distrusting the British and naively hoping that Hitler would adhere to the 1939 Nonaggression Pact, Stalin refused to believe Anglo-American warnings that the Nazis would invade in 1941. On the first day of the invasion, Soviet commanders could not even get permission to shoot back. Stalin then disappeared for a time, apparently in deep depression.

Equally naive were people who, hating Stalin -- about 20 million Soviet people had perished in Stalin's Great Terror -- initially welcomed the Axis invaders as liberators. Instead, the Nazis racially persecuted Slavs, generally, and exterminated Jews entirely. 27 million Soviet people died in this campaign.

For example, after the Red Army and people of Leningrad had fought Hitler's armies to a standstill, he decided to destroy them by isolation, bombardment, and starvation. A million Leningraders died. Similarly, Nazis massacred many occupied villages in retaliation for partisan resistance.

Nazi armies maintained the momentum that surprise had given them. In the first 6 months of The Great Patriotic War, the Red Army lost 3 million men killed or captured (then to die in Nazi concentration camps) and 22,000 tanks. (300,000 Americans died in combat in all of World War II.) Stalin's own son, Jakov, was captured. He apparently provoked his German guards into killing him, rather than letting his life be used for Nazi propaganda.

However, for the first time, the German Wehrmacht was taking heavy losses and being denied in its objectives. The Nazis had laughed at the new Soviet T-34 and KV tanks' rough manufacture, but soon respected their superior designs.

The defense of Kiev by Soviet armies under the command of Colonel General M.P. Kirponos forced Hitler to divert his spearheads to the south to take that city. Besides Leningrad, other Soviet cities resisting bravely that first year were Odessa, Sevastopol, Tula, and Rostov. When the German offensive against Moscow finally began, Soviet troops (reinforced from Siberia, since the Japanese were about to attack the Anglo-Americans) -- and weather -- stopped and then threw back the Nazis in the Winter of 1940/41. (It should be noted that Germans outnumbered Soviets in this battle.)

Russians of all ages, and other Soviet peoples, fought the Nazis heroically. (The Soviets also received significant material assistance from the West.) Throughout the Second World War, the Nazis were forced to commit most of their troops against the Soviets. The Red Army stopped, surrounded, and annihilated the German 6th Army at Stalingrad in 1942 -- the most decisive land battle of the Second World War. In 1943 and 1944, the Red Army defeated the Wehrmacht in great battles near the city of Kursk, in Belorussia, and in the Ukraine. In May 1945, the Soviet capture of Berlin climaxed Allied Victory in Europe.

An historical footnote:

Khatyn -- hexagon 403 on the map sheet -- is the site of a beautiful memorial to the murdered men, women, and children of that Belorussian village, one of hundreds of similar Soviet villages massacred by Nazis during the Great Patriotic War.

Katyn -- hexagon 404 on the mapsheet -- is the site of the execution by Stalin's NKVD of over 4,000 Polish officers and cadets. 21,000 others similarly disappeared. In 1990 the Soviet government acknowledged Stalin's responsibility for the massacre, so that this old wound between Poles and Soviets could heal.

Both Khatyn and Katyn should be remembered, for everyone's sake.

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XXI. EXAMPLES OF PLAY

A. A June 1941 Tournament Game "textbook"/historical opening in the North:

Attack allocations -- no operational movement necessary or made:

The Axis Player attacks the Soviet 11. Army (302) from 301 with his 39. Panzerkorps, 3. Panzergroup, and 18. Army. 4. Panzergroup follows as a second attack wave. The basic odds are (1+2+3):(1+1) = 3:1 on CRT (A), down a column shift (to 2:1) because of the Neman River, but back up to 3:1 because of 1st Turn Surprise. 16. Army attacks the Soviet 8. Army (202) at final odds of 2:1 on CRT (B), and 9. Army attacks Soviet 3. and 10. Armies (402) on CRT (B) at final odds of 3:2.

24. Panzerkorps, 2. Panzergroup, and 4. Army (501) attack Sov 4. Army and Brest fortress (502). Basic odds are (1+3+4):(1+1) = 4:1 on CRT (B).

Attack and breakthrough resolutions -- after all other German operational movements have been made and attacks allocated -- all using CRT index X:

A die roll of "3" for the initial attack on the Sov 11. Army results in "DE," so the German units can move right in (and break through). Breakthrough attacks are immediately allocated and executed: 39. Panzerkorps and 3. Panzergroup attack Sov 13. Army in Minsk at final odds of 2:1 on CRT (A), and 4. Panzergroup attacks Sov 27. Army (already dispersed in 303) at final odds of 3:1 on CRT (A). A die roll of "2" eliminates 13. Army without "refit" penalty. A "5" forces 27. Army to retreat -- the Soviet Player wisely choosing 204 -- but 4. Panzergroup suffers a refit penalty, as indicated by flipping it upside down and placing a "refit" marker on it.

A "6" is rolled against the Sov 8. Army for a "-"/NoEffect result which leaves it free to attempt seaborne evacuation. (If it remained -- isolated -- in 202, it would be eliminated by isolation at the end of the Soviet Player's following player-turn.)

The attack on Sov 4. Army and Brest is now resolved with a roll of "3" which produces a DR result, and 4. Army retreats into the crucial hex 503. On the breakthrough, 2. Panzergroup will pursue Sov 4. Army (at 4:1 on CRT (A), because of its dispersed condition), and 24. Panzerkorps will join in 9. Army's normal/initial attack on Sov 3. and 10. Armies in the "Bialystok Pocket" (402) -- giving it final odds of 2:1 on CRT (B). Neither unit could attack 603 -- see Rule XI.E.3. above.

A "6" is rolled against Sov 4. Army, retreating it again, but 2. Panzergroup thus incurs the refit penalty. A die roll of "3" against the Bialystok Pocket produces a DR result and the elimination of the Sov 3. and 10. Armies, in accordance with Rules XIII.E./"DR" and XIII.F.5.

NOTE: that the Germans did not waste time and distance making a massive frontal attack on the Sov 3. and 10. Armies (402) from 301, 401, and 501. Instead, the Germans more effectively pocketed/annihilated those armies.

NOTE ALSO: that the Sov 3. and 10. Armies would never be able to attack Warsaw, because the fortress could only sustain/supply one of these units, and a 1:3 attack on CRT (B) could not produce the DR result necessary to take it. Rule XV.B.2.

B. An hypothetical Soviet "at all costs" attack:

To attempt to disrupt the Axis onslaught, Sov 21. Army and Bryansk Front (on 504) are attacking (undispersed) 24. Panzerkorps and 2. Panzergroup which just took Smolensk (404) in the preceding Axis Player-turn of a Good weather turn. The basic odds are 1+2:1+3(+1) = 3:5 which becomes 1:2 on CRT (B), which is then reduced to 1:3 (because of the Dnepr River). A "3" die roll produces a D/AE result which eliminates the Soviet units and disperses the German units.

XVIII.C. Order-of-Battle/Set-Ups:

1. Axis:	May/Jun41	Jun42	Nov42	Jul43	Jun44
1. PzGp/Army	501	804	1108	805	602
2. PzGp/Army	501	Aug42	Feb43	505	-
3. PzGp/Army	301	404	405	404	404
4. PzGp/Army	301(d)	605	907	704	501
2.	401(D)	605	605	604	502
4.	501	505	505	504	503
6.	501	704	Stlgd	Oct43	802
8.	-	-	-	-	701
9.	301	405	405	505	404
11.	701(d)	903	404	704	-
16.	301(d)	303	303	303	303
17.	501(d)	904	1107	1005	-
18.	301	204	204	204	203
24. Pzkps	501	505	705	805	602
39. Pzkps	301	303	405	504	503
40. Pzkps	401(D)	704	1108	904	701
48. Pzkps	501	605	1007	704	602
2. Hun	601	601	705	703	601
3. Rum	801	701	906	-	802
4. Rum	901	801	1007	904	701
8. Ital	-	401	806	-	-
I.	-	-	-	Jul43	-
II.	-	-	Feb43	704	-
III.	-	-	-	-	103

d = Dispersed in 1st turn of game begun in May 1941.
D = Dispersed in 1st turn of game begun in May or June 1941.

Mon/Yr = Month the unit is already scheduled to re-enter the game as a replacement.
Mon/Yr = Month the unit is scheduled to enter game as reinforcement -- see also Rule X.B.

XVII.C.2. Soviet:	May/Jun41	Jun42	Nov42	Jul43	Jun44
3.	402	-	-	605	603
4.	Brest	-	-	-	603
5.	602	406	807	705	603
6.	602	805	706	605	702
8.	202	205	104	104	603
9.	802	805	-	-	-
10.	402	Tula	Tula	-	304
11.	302	-	-	405	504
12.	702	805	-	806	-
13.	403(d)	-	-	605	603
16.	603(d)	506	506	506	-
18.	702(d)	1003	1205	1106	702
19.	704(d)	-	-	-	-
20.	404(D)	-	-	-	-
21.	504(D)	-	807	-	-
22.	304(d)	-	-	-	304
24.	305(D)	-	808	-	-
26.	602(d)	-	-	-	-
27.	303(D)	-	-	-	702
28.	207	-	-	905	604
1. Shock	-	304	304	304	304
2. Shock	-	205	205	104	204
3. Shock	-	304	304	304	304
4. Shock	-	304	304	304	405
5. Shock	-	-	-	806	803
1. Polish	-	-	-	-	603
Leningrad	-	104	104	104	204
Volkhov	-	205	205	205	-
Northwest	-	304	304	304	-
Kalinin	-	305	305	305	-
West	-	406	406	405	-
Reserve	-	406	406	606	-
Bryansk	-	606	606	Tula	-
Don/Central	-	-	808	605	-
Voronezh	-	-	706	605	-
Southwest	-	705	807	806	-
Stalingrad/Steppe	-	-	908	705	-
South	-	905	1008	905	-
Crimea	-	1004	1206	1006	-
Transcaucasus	-	-	1207	1107	-
1. Baltic	-	-	-	-	405
2. Baltic	-	-	-	-	304
3. Baltic	-	-	-	-	304
1. Brs (Belorussian)	-	-	-	-	603
2. Brs (Belorussian)	-	-	-	-	504
3. Brs (Belorussian)	-	-	-	-	405
1. Ukr (Ukrainian)	-	-	-	-	603
2. Ukr (Ukrainian)	-	-	-	-	702
3. Ukr (Ukrainian)	-	-	-	-	803
4. Ukr (Ukrainian)	-	-	-	-	702

GERMAN EAGLE VS. RUSSIAN BEAR -- CHARTS AND TABLES/1

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GAME-TURN SEQUENCE:

- Weather Determination
- Axis Player-Turn:
  - Replacement/Reinforcement, Fortification, and Strategic Movement Phase
  - Operational Movement and Attack Allocation Phase
  - Attack and Breakthrough Resolution Phase
  - Recovery of Dispersed Axis Units Phase
  - Soviet Victory Determination Phase
  - Axis Units' Supply Status Determination Phase
- Soviet Player-Turn:
  (Same phase sequence.)

COMBAT:

ATTACK ALLOCATION (per hex-side, per wave):

Axis: Maximum of 3 units, in any case.
- No more than 2 army-level units.
- No more than 1 Panzergroup.
- No more than 2 Panzer units, total.

Soviet: Maximum of 2 units, in any case.
- No more than 1 front unit.

COMBAT RESULTS Definitions: XIII.E.

AE = Attackers Eliminated.
DAE = Defenders Dispersed and AE.
\- = No effect on either side.
D = Defenders Dispersed.
DR = Defenders Retreat/dispersed.
DE = Defenders Eliminated.

COMBAT RESULTS TABLE (CRT) (A):

Die Roll: X	Y	1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	/Die /Roll: X	Y
1	6	DAE	D	D	DR	DR	DR	DE	DE	DE	DE	DE	DE	1	6
2	5	-	DAE	D	D	DR	DR	DR	DE	DE	DE	DE	DE	2	5
3	4	AE	-	-	D	D	DR	DR	DR	DE	DE	DE	DE	3	4
4	3	AE	AE	AE	-	-	D	DR	DR	DR	DE	DE	DE	4	3
5	2	AE	AE	AE	AE	-	D	D	DR	DR	DR	DE	DE	5	2
6	1	AE	AE	AE	AE	AE	-	D	D	DR	DR	DR	DE	6	1

CRT (B):

Die Roll: X	Y	1:6	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	7:1	/Die /Roll: X	Y
1	6	DAE	D	D	D	DR	DR	DR	DR	DE	DE	DE	DE	DE	1	6
2	5	AE	DAE	DAE	D	D	DR	DR	DR	DR	DE	DE	DE	DE	2	5
3	4	AE	AE	-	DAE	D	D	D	DR	DR	DR	DE	DE	DE	3	4
4	3	AE	AE	AE	-	-	D	D	D	DR	DR	DR	DE	DE	4	3
5	2	AE	AE	AE	AE	AE	-	-	D	D	DR	DR	DR	DE	5	2
6	1	AE	AE	AE	AE	AE	AE	-	-	D	D	DR	DR	DR	6	1

See Rule VII. for Weather Effects.
See Rules XI. and XII. for Terrain and Fortress Effects.

GERMAN EAGLE VS. RUSSIAN BEAR -- CHARTS AND TABLES/2

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TERRAIN EFFECTS:	On Combat:	On Movement:
Cross-river (if unfrozen)	Down one CRT odds column, if more than 1/2 attacking across.	None.
Cross-lake	No attacking, unless frozen.	No strategic movement.
Major city ◆	+1 defense factor for 1 army- or front-level unit	None.
City ● o	As other terrain.	None.
Fortress ⬡	1 intrinsic defense factor.	Can block movement across hex-side.
Fortification (+1)	+1 defense factor for Axis army or front.	Can't "take it with you."
Swamps	CRT (B) only.	None. See XI.E.3.
Hills	CRT (B) only. +1 defense factor for a max. of 1 army or front.	None. See XI.E.5.
Mountains	CRT (B) only. +1 defense factor for each army or front.	No breakthrough. See XI.E.5.

WEATHER SEQUENCE DETERMINATION TABLE: See Rule VII.

Die Roll: X	Die Roll: Y	Month: OCT	NOV	DEC, JAN, FEB	MAR	Die Roll: X	Die Roll: Y	APR	MAY
1-2	5-6	Good -->	Snow --->	Snow --->	Mud -->	1-3	4-6	-> Good -->	Mud
						4-6	1-3		
3-6	1-4	Mud -->	Good --->	Snow --->	Snow	---------->		Mud -->	Good

VICTORY DETERMINATION TABLE:
(Number of cities to win)

Year:	Axis:	Soviet:
1941	(2+) 3	(9+) 1
1942	(2+) 5	7
1943	(2+) 3	8
1944	*	(9+) 1*

* = Axis win if Soviets cannot

TURN RECORD TRACK

	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
1941:					?	G	G	G	G	WEATH?	?	S
							?	Arctic Land-Lease				
1942:	S 1/4 I Sib. Rifle	S	?	? New Sov. Siberian Unit Land-Lease Persia	? Hung. 2. Army may leave Hungary	G Ital. & Hung. Armies enter S. Game or Warsaw	G	G	G	WEATH?	?	S
1943:	S 1/2 Sib. Rifle	S II. 44 Pzkps	?	? New Sov. Sib. Unit	?	G Polish Army German R. Army?	G I. 44 Pzkps	G	G Soviet 3-factor fronts	WEATH?	?	S
1944:	S III. 44 Pzkps	S	?	?	?	G	G	G	G			

Soviet Units			© Louis R. Coatney 1993							Pale Pink 99%
Leningrad	Volkhov	NorthWest	Kalinin	West	Reserve	Bryansk	1. Baltic	2. Baltic	3. Baltic	1. Brs	2. Brs
2	2	2	2	2	2	2	3	3	3	3	3
Don/Cent	Voronezh	SouthWest	Step/Stpp	South	Crimea	TransCauc	3. Brs	1. Ukr	2. Ukr	3. Ukr	4. Ukr
2	2	2	2	2	2	2	3	3	3	3	3

1 Shk 2-1	2 Shk 2-1	3 1	4 1	5 1	6 1	8 1	9 1	10 1	1			+1	+1	+1	+1
3 Shk 2-1	4 Shk 2-1	11 1	12 1	13 1	16 1	18 1	19 1	Pol 1	1			+1	+1	+1	+1
5 Shk 2-1	20 1	21 1	22 1	24 1	26 1	27 1	28 1	1	1			+1	+1	+1	+1

Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup
Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup
Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup
Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup	Refit Regroup

Soviet Units			© Louis R. Coatney 1993								
Leningrad	Volkhov	NorthWest	Kalinin	West	Reserve	Bryansk	1. Baltic	2. Baltic	3. Baltic	1. Brs	2. Brs
2	2	2	2	2	2	2	3	3	3	3	3
Don/Cent	Voronezh	SouthWest	Step/Stpp	South	Crimea	TransCauc	3. Brs	1. Ukr	2. Ukr	3. Ukr	4. Ukr
2	2	2	2	2	2	2	3	3	3	3	3

1 Shk 2-1	2 Shk 2-1	3 1	4 1	5 1	6 1	8 1	9 1	10 1	1			+1	+1	+1	+1
3 Shk 2-1	4 Shk 2-1	11 1	12 1	13 1	16 1	18 1	19 1	Pol 1	1			+1	+1	+1	+1
5 Shk 2-1	20 1	21 1	22 1	24 1	26 1	27 1	28 1	1	1			+1	+1	+1	+1

COPY AVAILABLE

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2. 2	9. 2	11. 2	4. 4	6. 3	1. 2	3. 2					
8. 2	16. 2	17. 2	18. 3		2. 3	4. 2					

I. SS 2	II. SS 2	Refit!	+1	+1	+1	+1	+1	+1	+1			III. SS 2	24. 1	48. 1
Refit!	Refit!	Refit!	Extended Movement	+1	+1	+1	+1	+1	+1			Refit!	40. 1	39. 1

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2. 2	9. 2	11. 2	4. 4	6. 3	1. 2	3. 2					
8. 2	16. 2	17. 2	18. 3		2. 3	4. 2					

I. SS 2	II. SS 2	Refit!	+1	+1	+1	+1	+1	+1	+1			III. SS 2	24. 1	48. 1
Refit!	Refit!	Refit!	Extended Movement	+1	+1	+1	+1	+1	+1			Refit!	40. 1	39. 1

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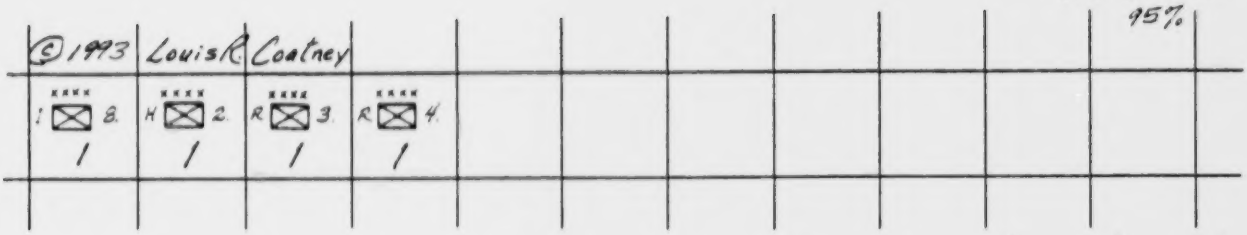
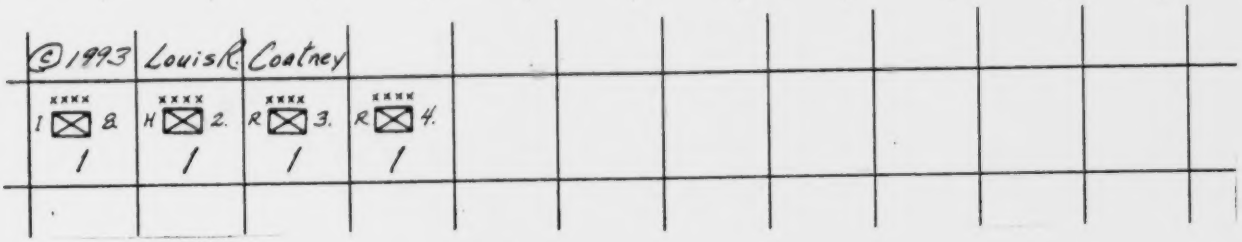
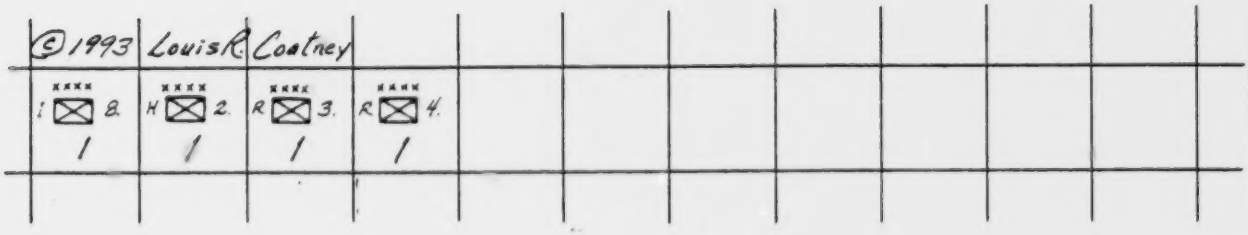
2. 2	9. 2	11. 2	4. 4	6. 3	1. 2	3. 2					
8. 2	16. 2	17. 2	18. 3		2. 3	4. 2					

I. SS 2	II. SS 2	Refit!	+1	+1	+1	+1	+1	+1	+1			III. SS 2	24. 1	48. 1
Refit!	Refit!	Refit!	Extended Movement	+1	+1	+1	+1	+1	+1			Refit!	40. 1	39. 1

PALE LT GREEN
95%

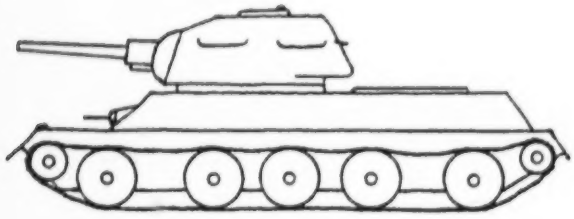






_____ PLACE

GERMAN EAGLE VS. RUSSIAN BEAR Tournament



_____ is hereby recognized

for having won _____ Place in the GERMAN EAGLE VS. RUSSIAN BEAR Tournament

held at _____ on _____

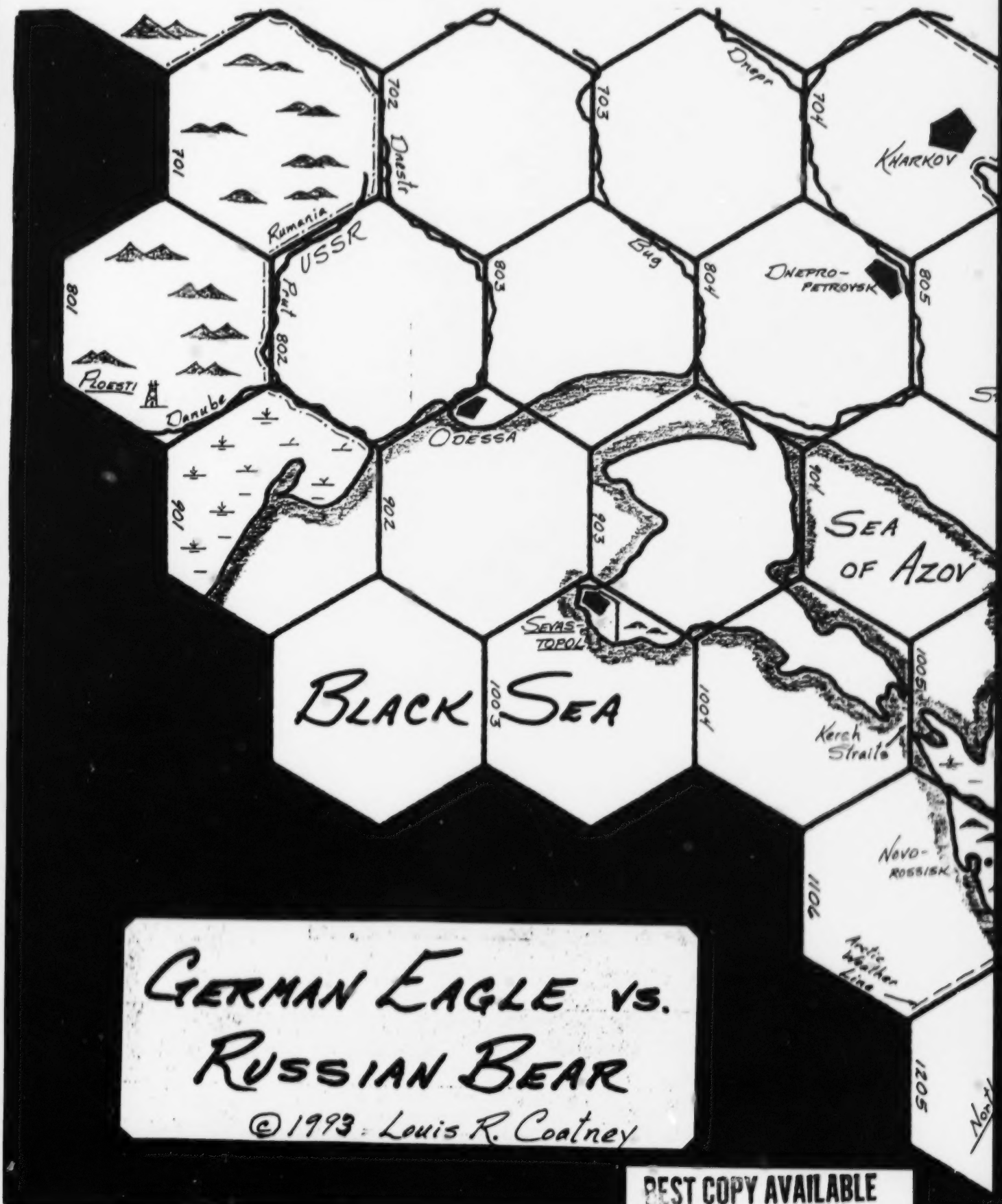
and is fully entitled to all respect and awards accruable to a game-tested

Second World War Russo-German Front commander.

_____

(Tournament Director) (Date)

USE AS MASTER



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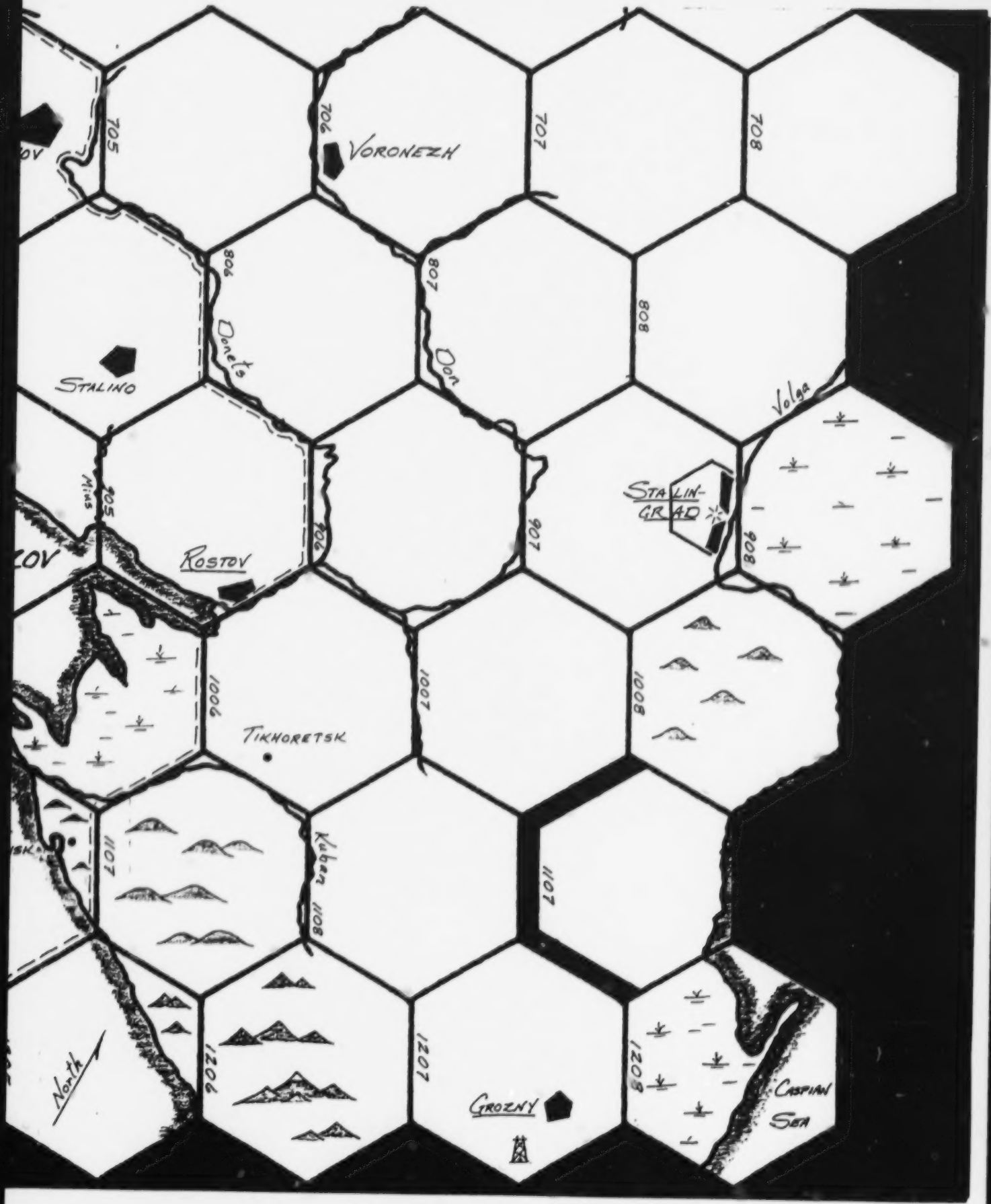
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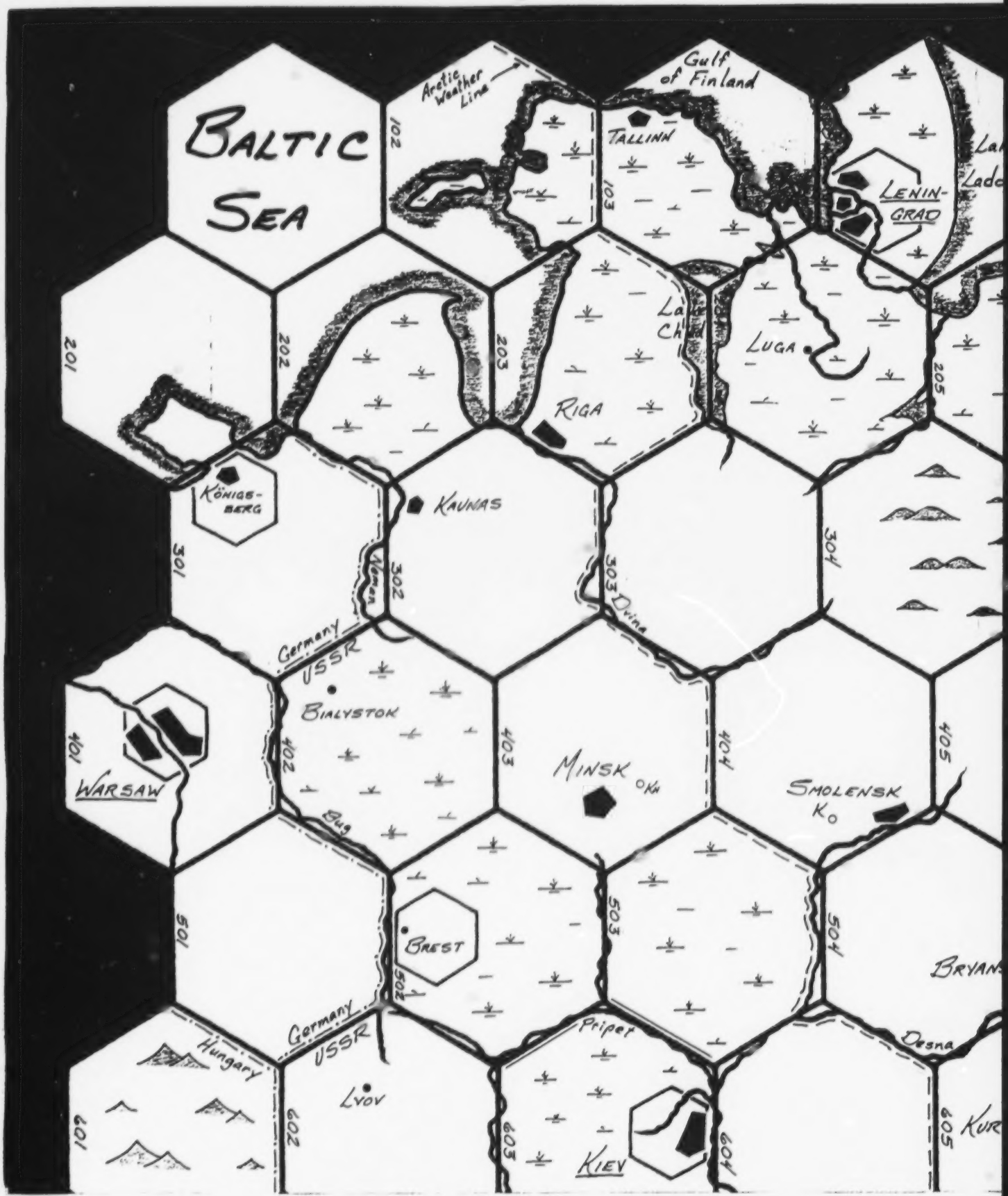
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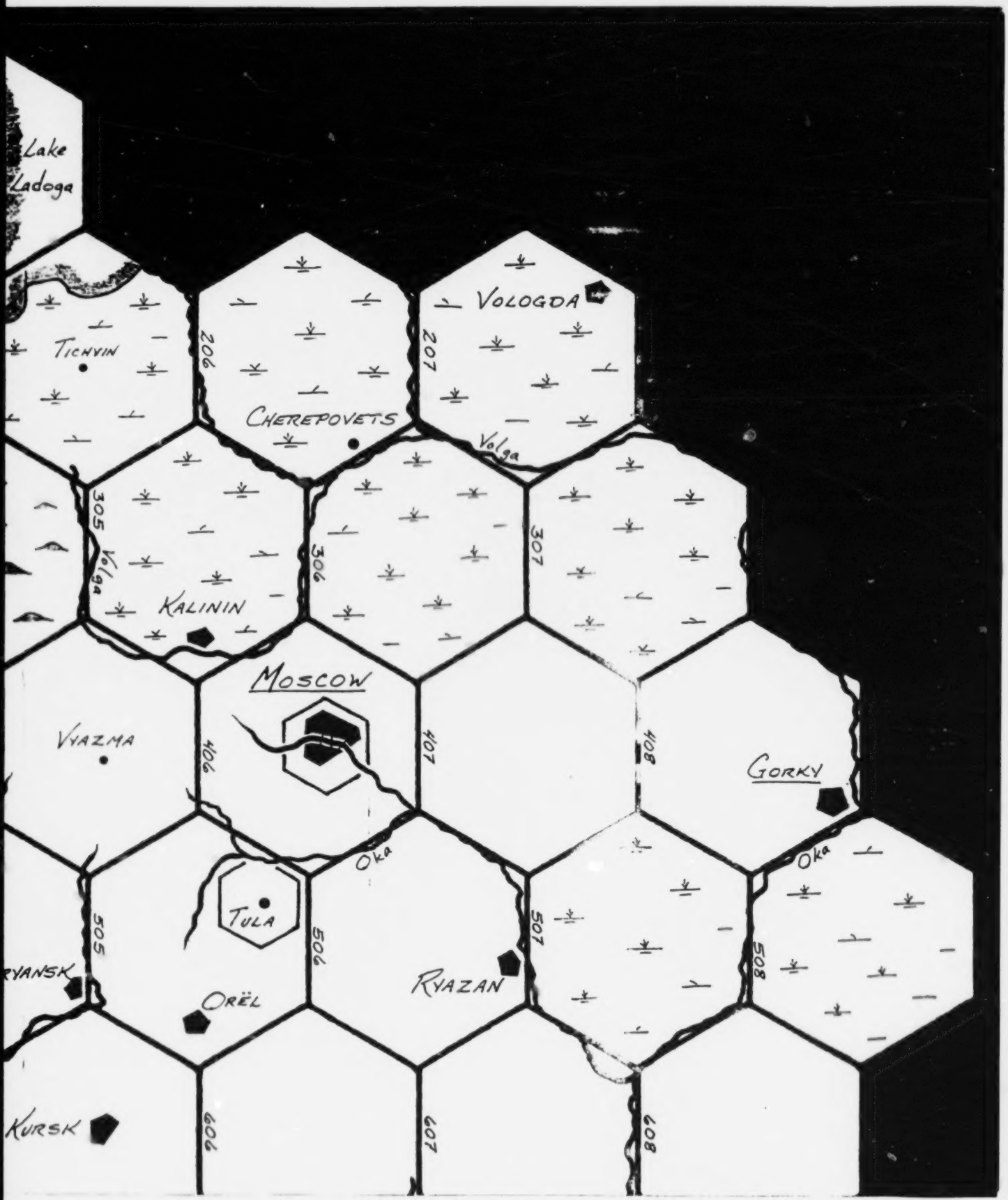

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